

I. *Events to be reported within one hour of discovery, followed by a written report within 60 days.*

(a) Any event in which there is reason to believe that a person has committed, or caused, or attempted to commit or cause, or has made a credible threat to commit or cause:

(1) A theft or unlawful diversion of special nuclear material; or

(2) Significant physical damage to a power reactor or any facility possessing SSNM or its equipment or carrier equipment transporting nuclear fuel or spent nuclear fuel, or to the nuclear fuel or spent nuclear fuel a facility or carrier possesses; or

(3) Interruption of normal operation of a licensed nuclear power reactor through the unauthorized use of or tampering with its machinery, components, or controls including the security system.

(b) An actual entry of an unauthorized person into a protected area, material access area, controlled access area, vital area, or transport.

(c) Any failure, degradation, or the discovered vulnerability in a safeguard system that

could allow unauthorized or undetected access to a protected area, material access area, controlled access area, vital area, or transport for which compensatory measures have not been employed.

(d) The actual or attempted introduction of contraband into a protected area, material access area, vital area, or transport.

II. *Events to be recorded within 24 hours of discovery in the safeguards event log.*

(a) Any failure, degradation, or discovered vulnerability in a safeguards system that could have allowed unauthorized or undetected access to a protected area, material access area, controlled access area, vital area, or transport had compensatory measures not been established.

(b) Any other threatened, attempted, or committed act not previously defined in appendix G with the potential for reducing the effectiveness of the safeguards system below that committed to in a licensed physical security or contingency plan or the actual condition of such reduction in effectiveness.

[52 FR 21658, June 9, 1987, as amended at 60 FR 13618, Mar. 14, 1995; 68 FR 33617, June 5, 2003]

#### APPENDIX H TO PART 73—WEAPONS QUALIFICATION CRITERIA

The B-27 Target or a target of equivalent difficulty will be used for all weapon qualification testing.

TABLE H-1—MINIMUM DAY FIRING CRITERIA <sup>1</sup>

[see footnotes at end of Table H-1]

Weapon	Stage	String <sup>2</sup>	Distance	Number of rounds	Timing <sup>3</sup>	Position	Scoring
Hand-gun.	1	1	3 yards ....	6	9 seconds .....	Draw and fire 2 rounds (repeat 2 times) 3 seconds each string.	Minimum qualifying = 70%.
		2					
		3					
	2	1	7 yards ....	6	10 seconds .....	Draw and fire 2 rounds at center mass and 1 round at the head (repeat once) 5 seconds each string.	
		2					
	3	1	7 yards ....	6	12 seconds (4 seconds each string).	Using weaker hand only, from the low ready position, fire 2 rounds (repeat twice).	
		2					
		3					
	4	1	10 yards ...	2	4 seconds .....	Draw and fire 2 rounds, come to low ready position.	
		2	10 yards ...	2	3 seconds .....	Fire 2 rounds from low ready position and reholster.	
		3	10 yards ...	4	12 seconds (revolver) 10 seconds (semiauto-matic).	Draw and fire 2 rounds, reload, fire 2 rounds and reholster.	
		4	10 yards ...	2	4 seconds .....	Draw and fire 2 rounds, come to low ready position.	
		5	10 yards ...	2	3 seconds .....	Fire 2 rounds from low ready position and reholster.	
	5	1	15 yards ...	2	5 seconds .....	Standing, draw weapon, move to kneeling position, then fire 2 rounds and reholster.	
		2	15 yards ...	2	5 seconds .....	Standing, draw weapon, move to kneeling position, then fire 2 rounds and reholster.	

TABLE H-1—MINIMUM DAY FIRING CRITERIA <sup>1</sup>—Continued

[see footnotes at end of Table H-1]

Weapon	Stage	String <sup>2</sup>	Distance	Number of rounds	Timing <sup>3</sup>	Position	Scoring
Shotgun	5	3	15 yards ...	4	14 seconds (revolver) 12 seconds (semiautomatic).	Standing, draw weapon, fire 2 rounds, move to kneeling position and fire 2 rounds, reload and holster.	Minimum qualifying = 70%.
		4	15 yards ...	2	5 seconds .....	Draw weapon and fire 2 rounds standing, come to low ready position and....	
		5	15 yards ...	2	3 seconds .....	Fire 2 rounds from low ready.	
	6	1	25 yards ...	2	5 seconds .....	Draw and fire 2 rounds, standing, left side of barricade.	
		2	25 yards ...	2	5 seconds .....	Draw and fire 2 rounds, right side of barricade (standing).	
		3	25 yards ...	4	15 seconds (revolver) 12 seconds (semi-automatic).	Draw weapon and move from standing to kneeling position, fire 2 rounds, left side of barricade, reload, and from the kneeling position, fire 2 rounds, right side of barricade.	
		4	25 yards ...	2	10 seconds .....	Draw weapon and move from standing to prone, fire 2 rounds.	
		5	25 yards ...	2	10 seconds .....	Draw weapon and move from standing to prone, fire 2 rounds.	
	7	1	50 yards ...	2	8 seconds .....	Draw weapon and fire 2 rounds from a standing barricade position (right or left side, shooter's option).	
		2	50 yards ...	2	10 seconds .....	Draw weapon and fire 2 rounds from a kneeling barricade position (right or left side, shooter's option).	
		3	50 yards ...	2	12 seconds .....	Draw weapon and fire 2 rounds from prone position.	
	1	1	7 yards .....	2 Double 0 buck-shot	4 seconds .....	At low ready position fire 2 rounds standing.	Minimum qualifying = 70%.
	2	1	15 yards ...	4 Double 0 buck-shot	15 seconds .....	At low ready position fire 2 rounds standing, reload and fire 2 rounds.	
	3	1	25 yards ...	4 rifled slugs or 00 buck-shot	20 seconds .....	On command, load 4 rounds and fire 2 rounds standing and 2 rounds kneeling.	
Rifle .....	1	1	15 yards ...	6	10 seconds (4 seconds for 1st string, 3 seconds for each of 2nd and 3rd string).	Standing in low ready position, move to standing point shoulder position (1 magazine loaded with 6 rounds, weapon in half-load configuration), fire 2 rounds per string.	Minimum qualifying = 70%.
		2	25 yards ...	6	11 seconds (5 seconds for 1st string, 3 seconds for each of 2nd and 3rd string).	Standing in low ready position, move to standing point shoulder position (1 magazine loaded with 6 rounds, weapon in half-load configuration), fire 2 rounds per string.	
		3	25 yards ...	6	17 seconds (7 seconds for 1st string, 5 seconds for each of 2nd and 3rd string).	Standing in low ready position, move to kneeling point shoulder position (1 magazine loaded with 6 rounds, weapon in half-load configuration), fire 2 rounds per string.	
	4	1	50 yards ...	4	16 seconds (9 seconds for 1st string, 7 second for 2nd string).	Standing in low ready position, move to kneeling point shoulder position (1 magazine loaded with 4 rounds, weapon in half-load configuration), fire 2 rounds per string.	

TABLE H–1—MINIMUM DAY FIRING CRITERIA <sup>1</sup>—Continued

[see footnotes at end of Table H–1]

Weapon	Stage	String <sup>2</sup>	Distance	Number of rounds	Timing <sup>3</sup>	Position	Scoring
	45	1	50 yards ...	4	20 seconds .....	Standing in low ready position, move to prone (weapon in half-load configuration) with two magazines each loaded with 2 rounds, fire 2 rounds, reload with 2nd magazine and fire 2 rounds.	Minimum qualifying = 70%.
	46	1	100 yards	4	25 seconds .....	Standing in low ready position, move to prone (weapon in half-load configuration) two magazines each loaded with 2 rounds, fire 2 rounds, reload with 2nd magazine and fire 2 rounds.	

## Footnotes:

<sup>1</sup> This day firing qualifications course is to be used by all TRT members, armed response personnel, and guards.<sup>2</sup> A string is one of the different phases within a single stage.<sup>3</sup> Security personnel will be timed as shown.<sup>4</sup> Stages 5 and 6 are to be used for .30 caliber or larger rifles.

TABLE H–2—MINIMUM NIGHT FIRING CRITERIA

Weapon	Stage	Distance	No. of rounds	Timing	Position	Scoring	Lighting	
Handgun (Rev.).	1	7 yds .....	12 .....	35 seconds .....	Standing-no artificial support.	Minimum qualifying=70%.	For all courses 0.2 foot-candles at center mass of target area.	
Handgun (Semi-).	2	15 yds .....	12 .....	45 seconds.	Standing-no artificial support.	Rifled slug hits=strike area on target (10, 9, 7).		
	1	7 yds .....	2+clip .....	30 seconds .....				
Shotgun	2	15 yds .....	2+clip .....	40 seconds.	Standing-strong shoulder.			Double 0 Buckshot: Hits in black=2 pts (5rds×9 pellets/rd×2 pts=90) Minimum qualifying=70%.
	1	25 yds .....	2 rifled slugs ..	30 seconds (Load 2 slugs—chamber empty—Time starts—Commence firing).				
Rifle .....	1	15 yds .....	5 Double 0 buckshot.	10 seconds (Load 5rds Buckshot—chamber, empty—Time starts—Commence firing).	Standing-strong shoulder.		Minimum qualifying=70%.	
	1	25 yds .....	1–5rd mag .....	45 sec .....	Standing-barriade.			
	2	25 yds .....	1–5rd mag .....	45 sec .....	Standing.			
	3	25 yds .....	1–5rd mag .....	45 sec .....	Kneeling.			
	4	25 yds .....	1–5rd mag .....	45 sec .....	Prone.			

Note. All firing is to be done only at night. Use of night simulation equipment during daylight is not allowable. Use of site specific devices (*i.e.*, laser, etc.) should be included in the licensee amended security plan for NRC approval.

[58 FR 45785, Aug. 31, 1993]

## APPENDIX I TO PART 73—CATEGORY 1 AND 2 RADIOACTIVE MATERIALS

TABLE I–1—QUANTITIES OF CONCERN THRESHOLD LIMITS

Radionuclides	Category 1		Category 2	
	Terabecquerels (TBq)	Curies (Ci) <sup>1</sup>	Terabecquerels (TBq)	Curies (Ci) <sup>1</sup>
Americium-241 .....	6×10 <sup>1</sup> .....	1.6×10 <sup>3</sup> .....	6×10 <sup>–1</sup> .....	1.6×10 <sup>1</sup>
Americium-241/Be .....	6×10 <sup>1</sup> .....	1.6×10 <sup>3</sup> .....	6×10 <sup>–1</sup> .....	1.6×10 <sup>1</sup>
Californium-252 .....	2×10 <sup>1</sup> .....	5.4×10 <sup>2</sup> .....	2×10 <sup>–1</sup> .....	5.4